

**REMARKS / ARGUMENTS**

*Claim Rejections - 35 USC §102*

In the Office Action mailed September 28, 2007, claims 1, 8–12, 14, 20–27, 29–32, 24–36 were rejected under 35 U.S.C 102(e) as being anticipated by Tomizawa et al. (US 6,500,070).

In response to the Office Action, applicant has canceled claims 1–37 and herewith submits new narrower claims 38–51 which have limitations (such as a variable viewing depth during stereoscopic viewing) not suggested in Tomizawa, and therefore the issue is moot. Claims 38–51 are now pending.

*Claim Rejections - 35 USC §103*

In the Office Action mailed September 28, 2007, claims 2–6, 13, 15–19, 28, 33, and 37 were rejected under 35 U.S.C 103 as obvious over Tomizawa (US 6,500,070) in view of the Nintendo Virtual Boy (VB) which is also disclosed in Yokoi et al. (US 5,973,656). Claims 1–37 are canceled. Claims 38–51 also incorporate autostereoscopic technology as disclosed in Woodgate et al. (US 6,055,013).

As applied to applicant's pending claim 38, the combination of Tomizawa, VB, and Woodgate teaches a multiplayer game system that comprises (a) separately housed first and second game units that generate polygon graphics representations of a 3D player object in a simulated 3D game world, (b) rendering polygon data from two different viewpoints and angles to produce pixel data for display,

- (d) a first autostereoscopic display device that displays the rendered pixel data as interlaced left and right stereoscopic images,
- (e) and (f) a data transmitter/receiver in the first game unit that sends first data variables to the second game unit and receives second data variables from the second game unit,
- (g) said second data variables represent a second player object controlled by the operator of the second game unit and displayed autostereoscopically on the second game unit,
- (h) rendering polygon data from two different viewpoints and angles to produce pixel data for display,

Lacking in the combination of Tomizawa, VB, and Woodgate is:

- (c) the angle between the first and second viewpoints is variable and so that the left and right images will simulate player-controlled variable viewing depth,
- (i) the second player object that is controlled by operation of the second game unit is displayed stereoscopically on the first game unit, and
- (j) the first player object controlled by the operator of the first game unit and the second player object controlled by the operator of the second game unit are both displayed stereoscopically on the first game unit even though the second game unit displays them from different viewpoints than on the first game unit.

The proposed combination of Tomizawa, VB, and Woodgate does not show, describe, or remotely suggest that a first player can control viewing depth (zoom-in and zoom-out) stereoscopically on the first game unit when viewing the second player character controlled by the second game unit.

In order to establish a *prima facie* case of obviousness, all of the claim limitations must be taught or suggested by the prior art. The proposed combination of Tomizawa, VB, and Woodgate fails to teach or suggest all of the claim limitations in applicant's claim 38. Therefore, a *prima facie* case of obviousness has not been established.

Arguments directed to pending claim 38 may also be directed to other pending claims and claims dependent thereon.

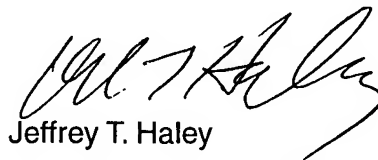
Applicant's dependent claims are dependent on pending independent claims that are believed to be allowable, and therefore the reasons given in the recent Office Action for rejection of the dependent claims are moot.

For the above reasons, applicant submits that the present pending claims define an invention that was novel, non-obvious, and a significant advance over the prior art on his priority date. A favorable decision is respectfully requested.

Applicant requests that Fig. 5 be the representative drawing.

Respectfully submitted,

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